# Steven Gorlicki

StevenGorlicki@hotmail.com | (951) 500-3901 | Irvine, CA | [LinkedIn](#) | [Portfolio](#)

## EDUCATION

**University of California, Irvine**                                    **Sep. 2022 - Dec. 2025 (Expected)**
*Major: Software Engineering*                                                                *Irvine, CA*
- **GPA: 3.4/4.0** | Regents Scholar | 2023 - 2024 Dean's List
- **Awards & Achievements:** 2nd Place, ICS Project Expo – UCI 2025

## WORK EXPERIENCE

**UCI Health - Sleep Study Lab ([Android](#) - [iOS](#))**                          **Jan 2025 - Present**
*Game Developer / Research*                                                                  *Irvine, CA*
- **Engineered interactive minigames** replacing math-based distractors in memory tasks, supporting research on gamification's impact on data quality and pediatric engagement without compromising research validity.
- **Refactored core systems** to support modular reuse of minigame prefabs, improving development speed and standardizing architecture to reduce **technical debt**.
- **Served as Scrum Master** during a development sprint, managing **Trello** boards, stakeholder communication, and ensuring delivery of fully integrated minigames.

## PROJECTS

**BookTracker ([Github](#))**
- Developed a full-stack personal library app with in-app web searching, spreadsheets, and a wishlist.
- Integrated **Google Books API** and custom **web scraping tools** to fetch and display book metadata and covers.
- Optimized backend to handle up to **1000** book requests per day, loading each asynchronously using multithreading in under **200** ms.

**AI Sign Language Translator ([PDF](#))**
- Designed and trained a **CNN-LSTM encoder-decoder** model achieving a **BLEU** score of **7.0** on continuous sign language translation, nearly matching performance of baseline models.
- Processed and aligned 40GB of How2Sign video data, extracting **216** hand, face, and body keypoints per frame using **MediaPipe** and applying per-sample normalization and chunking.
- Implemented a custom Transformer with **cross-attention**, **label smoothing**, and **teacher forcing** in **Pytorch** to support pose-to-text translation.

**Machine Learning Sudoku Solver (Github)**
- Built a custom Sudoku solver supporting board sizes from **3x3** to **9x9**, using constraint satisfaction techniques and tailored search heuristics
- Optimized solving performance by implementing **Norvig's Algorithm**, **LCV**, **MRV**, and backtracking search, reducing backtracks and improving speed by up to **500%** on base models with forward checking.
- Refined variable and value selection strategies to minimize domain pruning and maximize early convergence.

**Website - Black in Tech @ UCI ([Website](#))**
- Co-led development of a website for a student organization using **React**, **JavaScript**, and **CSS** with the goal of expanding outreach and connecting members to professional resources and conferences.
- Implemented dynamic event displays that automatically update based on date, time, and event details.
- Manually configured and deployed the website on a **VM** through UCI's openlab system using **nginx**.

## SKILLS & INTERESTS

- **Technical Skills:** Python, C++, Unity C#, React, Javascript, AI / Machine Learning, Data Processing, Agile and Scrum, Game Development.
- **Soft Skills:** Project Management, UX/UI Design, Problem-Solving, Customer Service.
- **Interests:** Intramural sports (Soccer and Volleyball), Rock Climbing, Video Games, and I have two dogs!